

**TEKSTA<sup>®</sup>** v2  
THE ROBOTIC PUPPY

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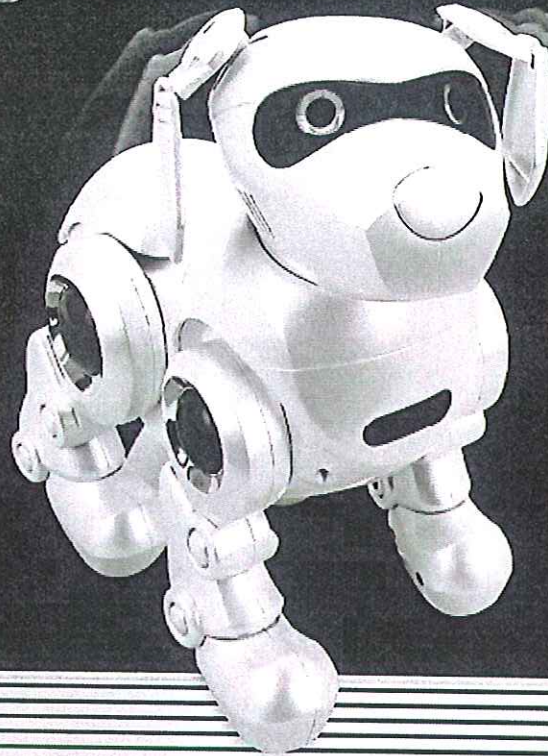


speak walk



"bath" time  
dance

**OWNERS  
MANUAL**



RUFF RUFF!

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## Teksta® the Robotic Puppy

Teksta® is a real robot friend who will walk, bark, talk, cry, display emotions, and can be programmed to do amazing tricks! Thanks to his artificial intelligence program, Teksta® will let you know how he is feeling or how well he is being cared for by his barks, whines and changing eye colors. Teksta® knows how long it's been since he's been fed or been played with. He has state-of-the-art sensors that allow him to "see" and "hear" and know he is being touched. These sensors allow his powerful computer brain to determine if it is getting dark, if the lights in the house suddenly turn on, if someone's talking to him, or if there is a loud noise like a knock at the door! In short, Teksta® is programmed to respond just like a real 8 week old puppy.

Best of all, Teksta®'s Robot Dog Translator actually "reads" Teksta®'s mind and translates his mood or thoughts for you. Now you can find out what every whine, whimper and bark exactly mean.

Follow the instructions included in this manual and learn more about how to care for Teksta® – your new robotic friend.



## Removing Teksta® from the Package

Teksta® is held in place by the large post under his body. Look for the plastic pull release tab (Fig. 1) and remove it from the post. Lift Teksta® out of the package. Remove the two thumbscrews from the black plastic support. (Fig. 2)

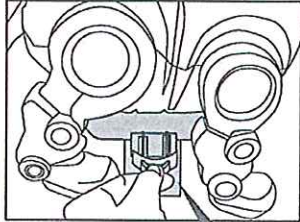


fig.1

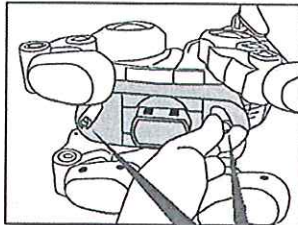


fig.2

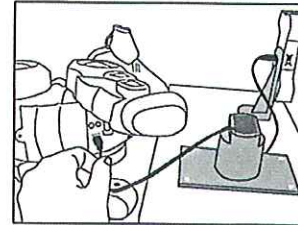


fig.3

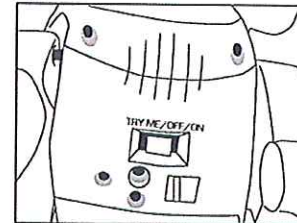
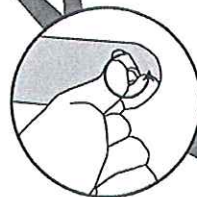
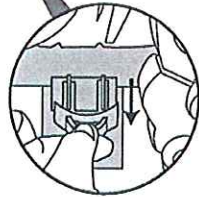


fig.4



## Initial Set up

Pull the Try Me cord out from the under belly of Teksta® (Fig. 3). Next, look for Teksta®'s On/Off position switch (Fig. 4). Move the switch from the TRY ME position to the ON position. Your Teksta® will say his name. Teksta®'s main program is now running!

Remove the Teksta® Robot Translator from the support plate by unscrewing the thumbscrew (Fig. 5). Remove the Try Me cord (Fig. 6) and move the On/Off switch from the Try Me position to the ON position (Fig. 7).

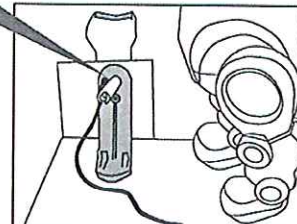


fig.5

Remove the Red Ball and Bone from the package and keep them in a safe place.

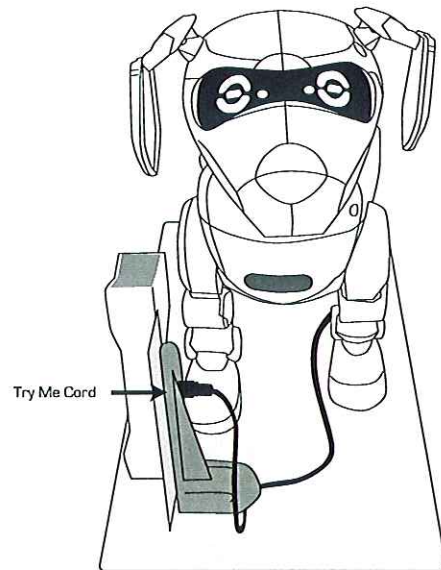


fig.6

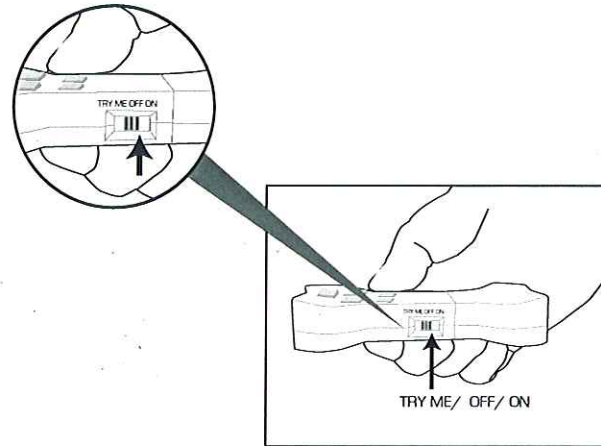


fig.7

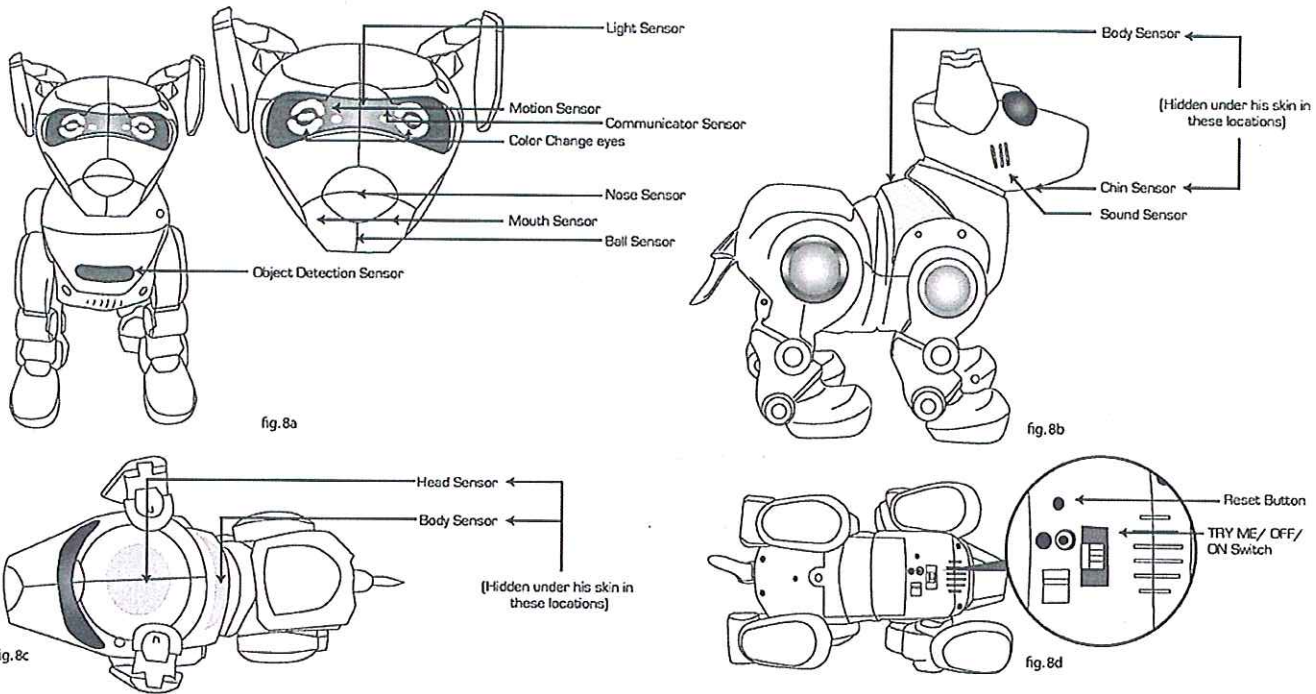
## Understanding Teksta<sup>®</sup>'s software programming

Teksta<sup>®</sup> uses the latest artificial intelligence software. He has the intellect of an 8-week-old puppy. Puppies aren't perfect and neither is Teksta<sup>®</sup>. He has a mind of his own. Sometimes Teksta<sup>®</sup> will respond to your commands, and sometime he will do what he wants to do. It all depends on how he feels and how you are trying to communicate with him.

Like all Puppies, Teksta<sup>®</sup> loves attention. Yell out his name and clap your hands to let him know you're there. Rub him on the head and scratch him behind his ears when he is good. Feed him regularly. In short, think of him as a real puppy and he will be your friend for life.

**Teksta®'s sensors and touch inputs** (Fig. 8)

To understand how Teksta® works, you must know about his input devices. Teksta®'s sensors are of the latest technology. Some of them are located under his robotic skin. Learning all of Teksta®'s sensors will help you to keep him happy.





**Light sensor:** Located under his black sunglass protective lens. This responds to changes in light levels. This lets Teksta® know the amount of light in the room.

**Motion sensor:** Located between Teksta®'s eyes, this sensor gives Teksta® the ability to know if something is moving in front of him.

**Ear position sensors:** These sensors help you to understand Teksta®'s emotional state. Teksta®'s computer brain decides his emotional state at all times and will move his ears to the correct position. Just like a real puppy, Teksta® may perk up his ears when he is surprised or drop them low when he is sad.

**Communicator sensor:** This sensor transmits and receives signals from Teksta® to the Robot Translator so they can communicate with each other.

**Sound sensor:** Located on the side of his head, this allows Teksta® to hear sounds.

**Mouth sensors:** There are two invisible sensors located on each side of Teksta®'s mouth. These let Teksta® know when he is being fed.

**Nose sensor:** When pressed, this sensor makes Teksta® sniff.

**Head sensor:** This invisible sensor is used to reward and thank Teksta®. When you pat or rub Teksta® on the top of his head, he will pant and become very happy.

**Chin sensor:** This invisible sensor is for affection. When you touch this sensor, Teksta® thinks you are scratching him under the chin.

**Color change eyes:** Teksta®'s eyes change color to help you understand his emotional state. Red means he is excited or angry. Yellow means he is mellow. Blue means that he is sad or confused.

**Ball sensor:** This invisible sensor is located near the bottom of Teksta®'s mouth area. It tells Teksta® that he is holding the ball in his mouth.

**Body sensor:** This invisible sensor knows that you are touching Teksta®'s back. This sensor will be used for "bath fun".

**Object detection sensor:** This sensor is located on Teksta®'s chest. When Teksta® detects an object directly in front of him, he will back up and try to walk around it.

**On/Off Switch:** This gives power to Teksta® or shuts him off.

**Reset Button:** This is used to refresh Teksta®'s brain back to the beginning.



## Teksta®'s basic functions

### How to Power Up your Teksta®

Turn the TRY ME/ OFF/ ON switch on the under belly of Teksta® to the "On" position. You will hear a "Teksta®" as Teksta® starts his programming by saying his name.

Teksta® will begin to sense what is going on around him automatically. If you yell his name or clap for him, he may Bark, Cry, Whine, Yelp with anticipation, or any number of other things. If he is Crying, he may be unhappy or startled. If he Pants or Barks, he is usually in a good mood.

### How to keep Teksta® happy

Teksta® needs attention to be happy. Just like a real puppy, it is important to play with him and not forget to take care of him. He needs stimulation to be happy such as patting him on the head, scratching him on the chin, talking to him or clapping your hands. You will see his ears move, his eyes flash, his tail wags, and he will happily walk seeking adventure.

You should also remember to feed him at least once a day. You can feed him more if you like. Teksta® always likes to eat.

### How you can tell Teksta® is unhappy

Teksta®'s ears, eyes, and voice will let you know. If his ears are down, he may be feeling a little unhappy. If you hear him crying, begging, or moaning, you know that he is very unhappy. If the bottom of his eyes appear blue, you know he is upset. To make him happy again, feed him, touch him, and play with him.

Teksta® does not like to be left alone. If he is not played with often enough, he will cry for several minutes before quieting down. When you return, in most cases he will be extremely happy to see you again. However, if you leave him for a very long time, he may growl at you until you play with him.

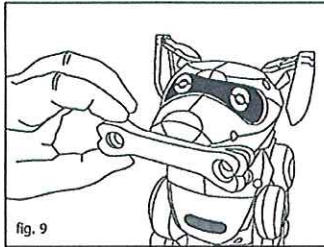
### When Teksta® gets sleepy

As it gets closer to the night time, Teksta®'s light sensor will let his computer know it's time to go to sleep. At first you may hear a groan or whimper for a few seconds. His eyes will change from the Round eye to the Rectangular eye slits. A few minutes later, Teksta® will start to softly snore and his eyes will shut off. He will be asleep. You can wake him up by talking to him, making a loud noise, turning on the lights, or touching him. He may wake up a bit startled and will either bark or cry. It's a good idea to let Teksta® know you are there by patting him on the head and scratching behind his ears.

### Making Teksta® Sniff

Teksta® is very curious. If you press anything against his nose, he will sniff it.



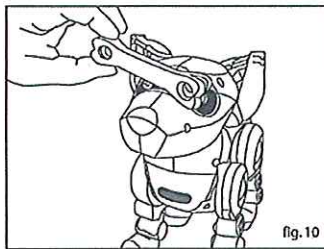


**Making Teksta® Eat**

Teksta® loves to eat. Place his bone across the front of his face with the two metal pins facing towards his face. (Fig. 9) It will stick in place (Refer to pg5 for location). Teksta® will begin to chew the bone. This means that he is eating.

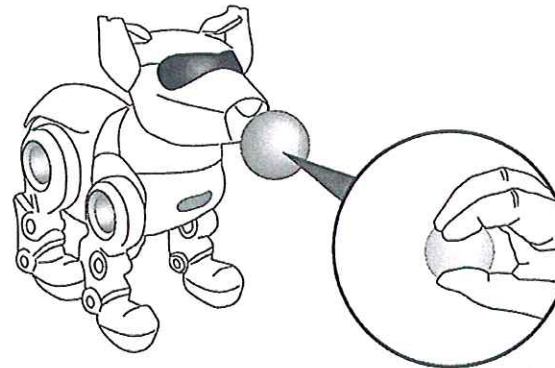
**Making Teksta® Beg**

Teksta® likes his bone. If you wave it in front of his eyes (Fig. 10), he will walk towards you, bark for the bone, or even beg for it. It's always kind to feed Teksta® as he knows you are offering him his bone.



**Making Teksta® play with his ball**

Teksta® loves to play with his ball. Place the metal pin on the front of his mouth (Refer to pg5 for location). It will stick in place. Teksta® will begin making "ruff" noises to get you to remove it from him and put it back (Fig. 11).



**Teksta<sup>®</sup> Programming tricks**

Teksta<sup>®</sup> is amazingly smart but he is also easy to program to do specific tricks. To program Teksta<sup>®</sup>, you need to use the Teksta<sup>®</sup> Robot Translator (Fig. 12).

Select and press the Translator trick you want Teksta<sup>®</sup> to do. (You have 4 choices: Walk, Speak, Dance, and take a "Bath" -- see chart on page 10).

**NOTE:** To program your Teksta<sup>®</sup>, always hold the Robot Translator so that it faces towards Teksta<sup>®</sup>'s eyes (Fig. 13).

**Walk, Speak, or Dance commands**

Once Teksta<sup>®</sup> receives the command from the Translator, his will stop what he is doing and his eyes will start to flash different colors (Fig. 14).

To get him to start your command, simply clap your hands or yell out his name. Teksta<sup>®</sup> will start to do the trick you selected.

To get him to stop, simply rub him on the top of the head like you were telling him "good boy!" Teksta<sup>®</sup> will return to normal play.

**Take a "Bath" command**

Once Teksta<sup>®</sup> receives the command from the Translator, Teksta<sup>®</sup>'s eyes will flash just like the other commands (Fig. 14). To make him start this command, rub your hands over Teksta<sup>®</sup>'s back (Fig. 15) like you were pretending to wipe him off. Teksta<sup>®</sup> will "shake" and then return to normal play.

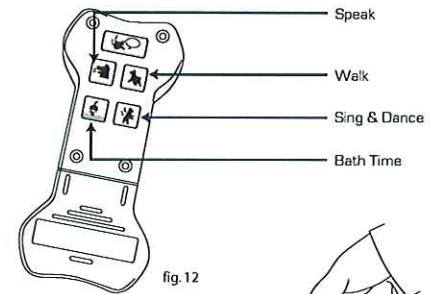


fig. 12

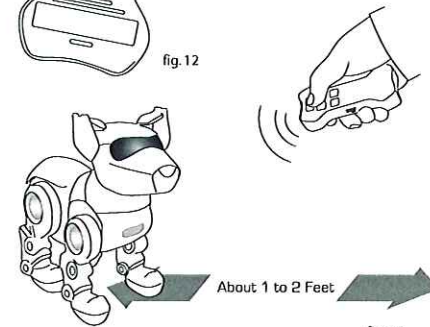


fig. 13

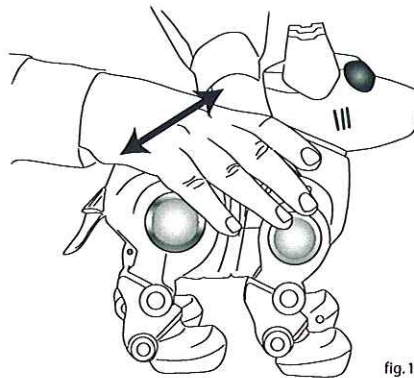
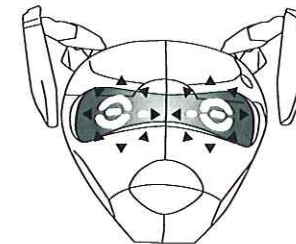


fig. 15



Teksta<sup>®</sup>'s eyes flash when he receives a command from the Translator.

fig. 14

Here is a list of Teksta®'s tricks and how to control his actions

Trick Name	What Teksta® Will Do	How To Program Him	How To Make Him Do The Trick	How To Make Him Stop
Speak	Bark on your command.	Press the SPEAK button on the Robot Translator (Fig. 12). Teksta®'s eyes will flash.	Yell Teksta®'s name or clap your hands. Teksta® will bark each time he hears a noise.	Rub him on his head and he will return to normal play.
Walk	Move forward on command.	Press the WALK button on the Robot Translator (Fig. 12). Teksta®'s eyes will flash.	Yell Teksta®'s name or clap. Teksta® will walk each time.	Rub him on his head and he will return to normal play.
Sing & Dance	Play music and move in an animated pre-programmed pattern with the music. He will perform to one of two different songs	Press the DANCE button on the Robot Translator (Fig. 12). Teksta®'s eyes will flash.	Yell Teksta®'s name or clap. Teksta® will start to sing & dance.	Rub him on his head and he will return to normal play.
Bath Time	Pretend he is being washed by you.	Press the BATH FUN button on the Robot Translator (Fig. 12). Teksta®'s eyes will flash.	Rub your hand over Teksta®'s back (Fig. 15) as if you were pretending to wash him (NOTE: Never use water or any liquid on your Teksta® or it may damage his electronics). When you are finished, Teksta® will "shake" as he pretends to dry himself.	Teksta® will return to normal play when he completes his performance.

## Translating Teksta<sup>®</sup>'s thoughts

You can find out exactly what Teksta<sup>®</sup>'s barks and whines mean using his Robot Translator! Hold the Translator about 12 inches (approx. 30 cm) in front of Teksta<sup>®</sup>'s eyes (Fig. 16). Talk to Teksta<sup>®</sup> and make Teksta<sup>®</sup> respond to you. Press the Translator button (Fig. 17) and listen to the voice coming from it. You will hear things like "I'm so lonely" or "Where is my ball?". Use this when you want to know exactly what Teksta<sup>®</sup> is thinking. Teksta<sup>®</sup> stops broadcasting his "thought signals" about 10 seconds after his last movement or bark. If you press the Translator button and you don't hear anything, talk to Teksta<sup>®</sup> to get him to respond to you and then try the button again.

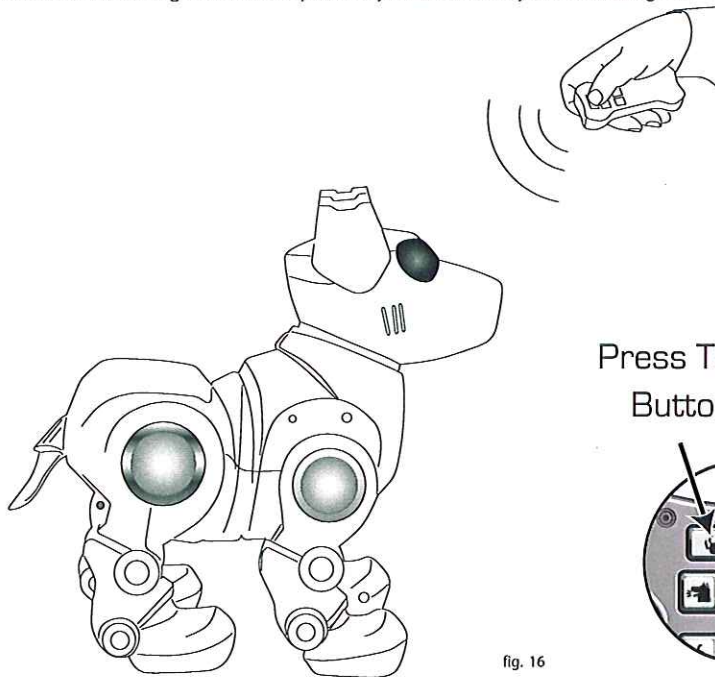


fig. 16

Press This  
Button



fig. 17



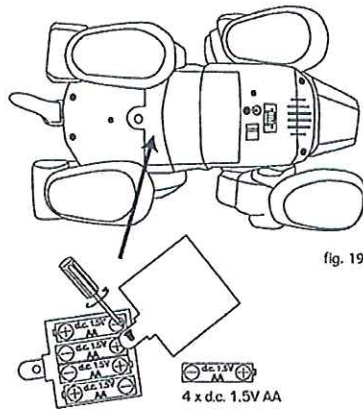


fig. 19

### Replacing Teksta®'s Batteries

Teksta® runs by battery power. When his batteries are low, he will not respond to any of your commands. To replace the batteries, unscrew the small screw on the Battery Door on Teksta®'s belly using a Phillips screwdriver. Pull the Battery door out. Replace the batteries in the orientation shown. **USE ONLY ALKALINE BATTERIES.** Never use Rechargeable Batteries or they will damage Teksta®'s electronic circuits (Fig. 19). Replace and secure the Battery Door on Teksta® belly.

### Replacing Teksta®'s Robot Transtator Batteries

**IMPORTANT:** Only adults should replace the batteries. Loosen the screw using a Phillips screwdriver. Lift the battery compartment cover open. Note that the screw will stay attached to the compartment cover. Remove the exhausted batteries. Install 3 button cells with the plus (+) sign facing up (Fig. 20). Replace the battery cover and use a Phillips screwdriver to secure the screw. The battery compartment cover should be properly secured before a child reuses this product. Keep all batteries away from small children.

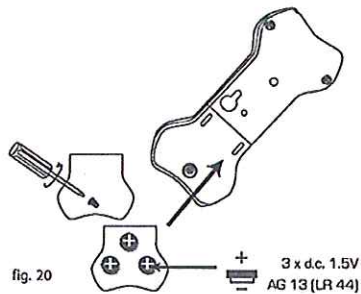


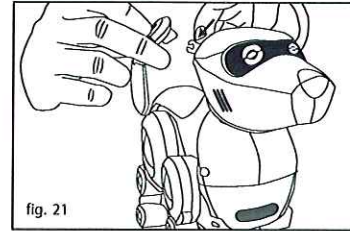
fig. 20

### BATTERY INFORMATION

**IMPORTANT:** Only adults should replace batteries!

- Use alkaline batteries recommended.
- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Please keep this information for future reference.
- Remove batteries from the product before extended storage.

## Troubleshooting

Difficulty	Solution
<p>Teksta® does not respond to me when I call him.</p>	<ul style="list-style-type: none"> <li>■ You are speaking too low.</li> <li>■ Try to get closer to him, speak louder, or clap your hands. He is always listening.</li> <li>■ Replace Teksta® with new batteries.</li> </ul>
<p>Teksta® fell and his legs or ears popped off.</p>	<ul style="list-style-type: none"> <li>■ This is normal under extreme conditions.</li> <li>■ To pop the ear back on, hold down the extended part from the head, match the flat surface to the slot and gently push the axle on the ear piece into the holder (Fig. 21).</li> <li>■ Match the flat surfaces of the legs to the pins to make the proper alignment.</li> <li>■ Please do not do this under normal conditions as it may lead to permanent damage.</li> </ul> <div data-bbox="1361 638 1715 869" style="text-align: right;">  <p>fig. 21</p> </div>
<p>Teksta® does not respond when I press any buttons on this Robot Translator.</p>	<ul style="list-style-type: none"> <li>■ You are not pointing the translator at Teksta®'s eyes.</li> <li>■ Place the translator about 12 inches (approx. 30 cm) in front of his eyes and try again.</li> <li>■ If this does not work, try replacing the batteries in Teksta® and the Robot Translator.</li> </ul>

**TEKSTA<sup>®</sup>**<sub>V2</sub>  
THE ROBOTIC PUPPY



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MADE IN CHINA

10063 TEKSTA 1.1 01/01/05  
10063 TEKSTA 1.2 01/01/05  
10063 TEKSTA 1.3 01/01/05  
10063 TEKSTA 1.4 15/02/05